■ANDRODUNOS : CONTROLS■

【JOYSTICK】MOVEMENT OF PLANE

【A BUTTON】SHOT. BOMB & MISSILE
HOLD DOWN THE A BUTTON TO SHOOT
THE UNIT FIRE A SPECIAL WEAPON!
(1 SHOT LEVEL GOES DOWN)

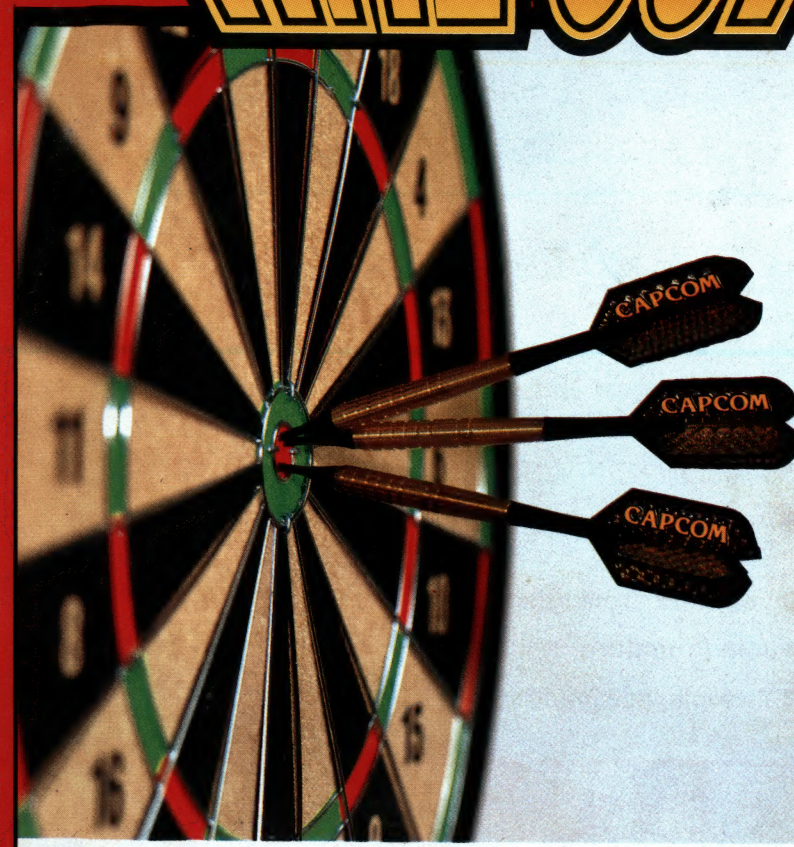
【B BUTTON】CHANGE TYPE OF ATTACKS
(ALWAYS SELECTABLE)

2P SIMULTANEOUS PLAY!

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

August
1992

TIME OUT



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Coin Cascade Ltd., 5 Vulcan Place, Christchurch, Ph 338 1411, Fax 338 1410

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NOW IT'S BOSS VS. BOSS.

Responding to thousands of phone calls and letters from players in America and Japan, Capcom has added new features to the Best Game of '91 that are sure to heat things up all over again in '92!

For starters: Four new characters to choose from! The original cast of eight is back as well, but even tougher . . . and one has a new move!

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It's a fight to the finish — with no excuses!

You thought you'd seen it all; thought there was no more to learn — HA! How about 50 new matchups never seen before in 2-player mode, along with 46 brand new fighting strategies, for a total of 78 possible match-ups — over twice as many as before!

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CLASSIFIEDS

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Exciting Soccer
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Yie Ar Kung Fu
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Rally X
Temple of Doom
Imago
Formation Z
Pro Wrestling
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Devastators	$350
Dark Seal	$350
P47	$300
Crime City	$450
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Plus Alpha	$320
Shinobi	$300
1943	$300
Castle of Dragon	$400
Dragon Ninja	$250
Physic 5	$120
Contra	$180
Last Duel	$250

Speed Buggy 3 Screen Driving Game $2600
2 x Operation Wolf Original Taito Cabinet $1500
Contact: Your local agent (3)

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pcb's

Last Day	$800
Gun Dealer	$800
Altered Beast	$350
Hatris	$200
Pocket Gal 2	$400
Xexex	$1100
Major Title	$1100
Bottom of ninth	$500
Task Force Harrier	$500
Superman	$550
Block Out	$400
Crime City	$600
Gals Panic	$600

Call: Your local agent (4)

SELL - NEO-GEO GAMES

Super Spy	$250
Ninja Combat	$250
Cyber Lip	$300
Crossed Swords	$250
20/20 Baseball	$550
Nam 75	$300
Baseball Stars	$400
League Bowling	$300
King of Monsters	$400
Magicians Lord	$300
Fatal Fury	$600
Burning Fight	$350
Sengoku	$350

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TIME OUT

TEST REPORTS

Australia

Dedicated Games	Conversion Games	Pinballs
1. Konami 'X-Men'	1. Capcom 'Streetfighter II' CE	1. Williams 'The Getaway'
2. Namco 'Starblade'	2. Capcom 'Streetfighter II'	2. Bally 'The Addams Family'
3. Atari 'Mad Dog McCree'	3. Seibu 'Cup Soccer'	3. Williams 'Terminator 2'
4. Sega 'Rad Rally'	4. Capcom 'Varth'	4. Bally 'Party Zone'
5. Midway 'Terminator 2' Gun	5. Capcom 'Knights of the Round'	5. Bally 'Dr. Dude'
6. Namco 'Final Lap 2'	6. Konami 'G.I. Joe'	6. Bally 'Gilligan's Island'
7. Jaleco 'B.O.T.S.S.'	7. Capcom 'Captain Commando'	7. Williams 'Earth Shaker'
8. Sega 'GP Rider'	8. Konami 'Asterix'	8. Williams 'Hurricane'
9. Sega 'Rad Mobile'	9. SNK Neo Geo 'Fatal Fury'	9. Williams 'The Machine'
10.Taito 'Sonic Blastman'	10. SNK Neo Geo 'King of the Monsters 2'	10. Bally 'Harley Davidson'

UK

Conversion Games	Dedicated Games	Pinballs
1. Capcom 'Streetfighter '92'	1. Atari 'Space Pirate'	1. Bally 'Addams Family'
2. Capcom 'Streetfighter II'	2. Williams 'Terminator 2'	2. Williams 'Getaway'
3. Taito 'Football Champ'	3. Namco 'Star Blade'	3. Data East 'Batman'
4. Fabtek 'Raiden'	4. Namco 'Final Lap II'	4. Williams 'Terminator 2'
5. Irem 'Undercover Cop'	5. Sega 'Exhaust Note'	5. Data East 'Hook'

Hong Kong

Conversion Games		Dedicated Games
1. Midway 'Total Carnage'	5. Seibu 'Cup Soccer'	1. Namco 'Final Lap II'
2. Irem 'Bomberman World'	6. Irem 'Bomber Man'	2. Atari 'Steel Talons'
3. Capcom 'Varth'	7. Capcom 'Block Block'	3. Midway 'Terminator 2'
4. Capcom 'Street Fighter II CE'	8. Video System 'Aero Fighter'	4. Atari 'Race Drivin'
	9. Capcom 'Street Fighter II'	5. Jaleco 'Cisco Heat'
	10. Dinunno 'Splash'	

Japan

Conversion Games	Dedicated Games	Pinballs
1. Capcom 'Streetfighter II' CE	1. Namco 'CocaCola Suzuka 8 Hours'	1. Midway 'Addams Family'
2. Capcom 'Streetfighter II'	2. Namco 'Driver's Eye'	2. Williams 'Hurricane'
3. Video Systems 'Aero Fighter'	3. Namco 'Final Lap 2 (Deluxe)'	3. Premier 'Surf'n Safari'
4. Sun Electronics 'Shanghai II'	4. Jaleco 'Grand Prix Star'	4. Data East 'Hook'
5. Face/Techmo 'Quiz DNA's Revolt'	5. Sega 'F1 Exhaust Note'	5. Data East 'Batman'
6. Dynax 'Quiz TV Variety Show'	6. Midway 'Terminator 2'	
7. Namco 'Cosmo Gang, the Video'	7. Sega 'Rail Chase'	
8. Namco 'Super World Stadium'	8. Namco 'Final Lap 2 (Standard)'	
9. Seibu 'Raiden'	9. Namco 'Steel Gunner 2'	
10. Irem 'Now Atomic Punk'	10. Taito 'Warrior Black'	

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Comments

NEW LEGISLATION:

The "Films, Videos and Publications Classification Bill" is about ready to be introduced to the House. Our Rotorua agent Robert Briggs has been following this up and his latest correspondence is reproduced on page 11. It is clear from this that the situation is developing and will need input from all of us.

BREAK INS:

These are clearly on the increase through out NZ. One Auckland operator recently lost six game pcbs when the location he operated in was broken into after hours.
Lost games include 1 x Street Fighter II CE, 1 x Street Fighter II and when you add to this list the cost of damage (two picture tubes broken, front doors etc) and the loss of the money in each game, it becomes clear that this location will not return a profit to its operator for a considerable period.

ALARM SYSTEMS:

Can be purchased relatively cheaply from your local electronics shop (Dick Smith etc) and the simple battery type can be installed quickly. Often a warning sticker 'Alarm Installed' etc affixed under the glass can act as a major deterrent.

NEW LOCKS:

All wooden front doors and many of the older style metal units do not provide adequate protection against even modest force. All such doors should be covered with a metal padlock bracket and secured with a good quality padlock.
- consider new locks
- consider new locking bars.

BACK DOORS:

These are clearly the 'weak' area as in the past the emphasis has been on protecting the cashbox. Given that if a thief has enough time and equipment - he can break into anything, then we must consider:

1. Is the location secure:
   - does it have an alarm system
   - does it have good responsible management.
2. How can we slow down the thief
   - double back door locks
   - alarms
   - machines bolted together to restrict access.

Some constructive thought about game security and pcb security is now needed by all operators.

MID TERM BREAK:

Probably the one positive development that new legislation has bought to our industry.
This holiday week in the middle of a generally very quiet period certainly provides a welcome income boost for operators. Many operators are now insuring that new equipment is purchased prior to mid term break and running this through to the August school holidays.

POWER CONSERVATION:

While we can all argue about the reason for this present crisis, it is clear that video games, pintables or Jukeboxs do very little without power. Some location owners have actually been turning games off to conserve electricity and provide their 'saving' and while they may not admit this to you - it does become evident when you empty the cash box. Video games, Jukeboxes and even

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CLASSIFIEDS

SELL - PINBALLS

DATE	MAKE	NAME	PRICE
1979	Atari	Hercules	$2000
1984	Williams	Space Shuttle	$2000
1985	Premier	Gold Wings	$1800
1986	Williams	F14 Tomcat	$2000
1986	Bally	Motordome	$1500
1988	Data East	Torpedo Alley	$2700
	Data East	Time Machine	$2000
	Data East	Mon Night Football	$2000
1989	Bally	Mousin Around	$2500
1991	Data East	Simpsons	$3950
1991	Data East	TMNT	$3700
1991		Partyzone	POA
1991		Fun House	POA
1992		Terminator	POA

1 x Chexx hockey machine
excellent condition $1850
1 x Pool table coin operated
new condition $1850
1 x G13 1002 NRI coin mech
C/W mini CR/Board $300
Contact: Your local agent (1)

SELL

20" cabinets with pcbs
- good selection of pcbs
- $850

Call: Your local agent

SELL - CABINETS, UPRIGHT

Chaston 500 wide steel door ave mech
ex. condition $1200
1 Operation Wolf steel door ave mech
ex. condition $1200
5 JPM Pound Rush gamblers elec mech
2-3 years old $500
3 JPM Note Shoot Gamblers elec mech
2-3 years old $500
Contact: Your local agent (1)

SELL - ACCESSORIES

2 600 wide steel panels complete
3 player $200
600 x 600 wide steel panels complete
2 player $140
600 x 500 wide chaston panels complete
1 player $70
5 Steel doors second hand with ave MK4
coin mech $130
1 Steel door second hand
with 4 ave MK4 coin mechs $280

BUY

PCB Raiden
Birdy Try
Call: Your local agent (4)

SELL

Berlin Wall PCB
- Maze type game
- Only 6 months old
- $500

Call: Your local agent (4)

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SELL

Gaming Machine
- Govt.. licensed
Pacific 2000 - 3 line pay complete with base
- $3000 (including GST)
Call: (03) 383-1599

SELL

Egg Vendor Parrots
- Glendale units (imported from England)
- ideal for mall etc.
- $2250 each
Call: your local agent (4)

SELL

Electronic Coin Acceptors
- Sentinel electronic coin acceptors
- 2nd hand but good condition
- $195 + GST each
Call: Your local agent (4)

SELL

Nintendo - player choice 10
- 20" video game with two tubes
- 10 different games in each cabinet
- $900 complete
Call: Your local agent (4)

SELL - PCB'S

1	Aliens	$400
1	Attax (puzzle game)	$600
1	Arch Rivals W/C/Loom	$500
1	Bubbie Bobble	$350
1	Block Block W/C	$1300
1	Blood Brothers	$700
1	D/D 3	$400
1	Dragon Ninja	$250
1	Final Blow	$750
1	Golden Axe	$500
1	Hatris	$250
1	Heavy Barrel W/C	$450
1	Karate Blazers (linked)	$1250
2	King of Dragons	$1450
1	Last Day	$750
1	Lightening Fighters	$750
2	Magic Sword B Boards	$250
1	Magic Sword	$650
2	Knights of the Round	$1700
1	New Zealand Story	$350
1	Pang	$400
1	Rally X	$200
1	Search & Rescue	$350
1	Simpsons (4 player)	$1100
1	Sky Adventure	$500
1	Sky Soldier	$400
2	Three Wonders	$1450
1	Twin Cobra	$450
1	Vigilante	$150
1	US Navy (Copy)	$450
1	World Cup '90	$450
5	Wrestle Fest	$950
2	Xexex (2/P E/W Shooter)	$1100

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Comments

pintables use very little power in the attract mode and only marginally more when going (roughly equivalent to a 60w light bulb) and this should be mentioned to location owners.
Certainly we can provide a savings in our workshops, homes etc and we should do this as much as possible.

BALLY:

Have announced the release of their next pinball 'Black Rose' as the next model after their hugely successful 'Addams Family'. Stocks will be in NZ in September/October. 'Black Rose' will be the first of the three NZ 'Competition Pinballs'.

33" CABINETS:

Many operators have now taken delivery of the new site 33" cabinet and are setting these on 60c - $1 per play. These cabinets act as a display piece that really generates new revenue into a location.

AUSTRALIAN COURT CASE ON PARALLEL IMPORTS:

A recent decision in the Australian court has opened the way for the legal importing of parallel pcb's (ie: original pcb produced by the copyright holder but intended for other markets) into the Australian market.
The NZ situation remains **unchanged** despite this decision as we have no local equivalent of the 'Circuits layout Act' in NZ and hence under our copyright law it is still illegal to import parallels and copies of any product sold in NZ under an exclusive license.
In most cases the legislation of parallel imports has opened the way for a flood of copy products to enter the market to the detriment of the whole industry.
Coin Cascade's policy on enforcement against parallels and copies remains unchanged.

ANTONS AMUSEMENTS:

Wellington operator and restaurateur Tony Focus is recovering from some recent surgery. Indications are that he is working too hard at his restaurant and as he has been threatening to come south for some time now (to the best skiing in NZ), there is no time like the present Tony.

STREET FIGHTER 2 CHAMPION EDITION COMPETITION:

Another intercity competition was recently held between 'Lower Hutt Wizards', 'Wizards Wellington' and 'Fun & Games' Palmerston North.
Each team consisted of five players - each player played ten games against all members of the opposing two teams (total 75 games played in all).
The competition was held on two linked double cabinets and a standard single cabinet.
The defending Palmerston North team retained the Street Fighter shield with Wizards Wellington coming in second and Wizards Lower Hutt finishing absolutely last (at the bottom).
The next challenge will be held in Palmerston North and teams from any other centre are welcome to attend.

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NEW PCB's NOW IN STOCK

PRICE INCLUDES: MYLAR AND TWO PLAYER LOOM

Streetfighter 2 Champion Edition — $2690

(Capcom, 2 player, Jamma)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- The winner for 1992
- new stocks just arrived

AERO FIGHTER — $1350

- (Jamma, 2 Player)

- Air combat.

NEO-GEO GAMES

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

King of the Monsters II

- New memory system with greatly enhanced graphics and game play. — $760

Andro Dunos

- Simple space combat game with excellent large graphics and game play — $760

Ninja Commando

- new stock just arrived — $760
- continually provides good earnings

VARTH — $2560

(Capcom, 2 Player, Jamma)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- 1941 style air combat with all the advantages of being a Capcom game.
- Top Earnings

X-MEN

(Konami, 6 player dedicated)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- Dedicated 6 player cabinet with proven American and Australian test income

SEIBU-CUP SOCCER

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- From the company that produced Raiden comes this exciting 1 - 4 player soccer game.
- Top graphics and action — $2300

GUARDIANS OF THE HOOD — $2520

- New from Atari, this game utilises the same digitised graphics we saw in 'Pitfighter'. Each player controls his character by the use of a single control and five buttons.

ADD G.S.T. TO ALL PRICES IN THIS BOOK

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SERVICE

POWER SUPPLIES

Many operators are sending in power supplies incomplete or dismantled (without cover, screws, sub boards etc). Apart from the risk of damaging the unit further in the course of its trip to us - it is also difficult to complete a satisfactory repair without these parts.

Please: Send the whole unit (even if the bits are in a bag accompanying the unit).

If the fuse is blown in most switch modes it indicates a blown (or number of blown) components and simply changing the fuse will not help. As these units are relatively inexpensive all operators should carry at least one spare unit per 50 operating machines.

It is specially noticable this winter with widely fluctuating mains voltage (due to the power shortages) that many more switch mode units are requiring service.

ORBITUARY

It is with sadness that the industry records the death of MIKE JACOBSON. Mike was killed in a motor vehicle accident and leaves behind his wife MARIAN and four children.

Mike was a pleasant and likeable person, good to be with in fellowship and business.

He had been an operator for many years and was an astute businessman, he had that rare quality of being a forward and lateral thinker.

On behalf of all the operators we wish to express our deepest sympathy to Marian and family.

Warmest regards from:
AUCKLAND COIN,
on behalf of: Amusement Machine Operators Association

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ON THE FRONT LINES

Hong Kong and Korea Crackdown On Illegal Copy Board Producers

By John Lawrence & Eric Johnston

For the past few years, illegal copy boards have been a growing problem for the amusement industry, especially in Asia. This past May, in two separate incidents, officials launched a crackdown on illegal PC production. Customs agents and other law enforcement authorities in Hong Kong and Korea, after months of planning and surveillance, led a series of raids and seized a large number of copied PC boards.

In Hong Kong, customs officials announced at a May 13th press conference that they seized more than 500 copied printed circuit boards for the first time in two days of raids on various locations throughout the colony.

According to the Senior Superintendent of Customs and Excise, Mr. Vincent Poon Yeungkwong, 552 circuit boards with a street value of HK$1.3 million (Y21.15 million/ US$162,500) were confiscated in the surprise raids of May 11th and 12th. Most of the copied boards were reported to have been pirated versions of Capcom's *Street Fighter 11* game.

The raids culminated a month-long investigation carried out by officers of the Hong Kong Customs Investigation Bureau. Officers searched seven companies, seven game centres and one private apartment. The investigation was initiated after Hong Kong Customs authorities received complaints from the AAMA (American Amusement Machine Association) through the US Customs Bureau. The AAMA has been increasingly active in the copy board issue for quite some time and in January, it distributed a list of proven copiers in Asia and South America.

In mid-April, Mr. Robert C. Fay, executive vice-president of the AAMA, acting as a representative of Capcom USA, went to Hong Kong and held a series of meetings with Mr. Poon.

After the meetings, the customs bureau then initiated an investigation into the activities of a number of Hong Kong amusement locations. "We received some very specific information from the AAMA regarding this problem, then we used that information," said Mr. Poon, who also heads the Hong Kong Intellectual Property Investigation Bureau. "This is standard procedure for an investigation." The investigation itself started with surveillance of the listed arcades, then after one month, officers felt there was enough evidence to go in and search the locations.

Although Hong Kong law prevents officials from disclosing names when a case is still pending court action, several independent sources close to JAM in both Hong Kong and Japan confirmed that at least five copy board producers, distributors and/or dealers were raided: Wah-Yan Electronics, Ltd., Bondeal, Besteam, Universal Vest and Honest Trading. When JAM tried to reach Wah-Yan for an interview, a representative of the company declined comment, although rumours persist that Wah-Yan is at the forefront of a variety of copying operations and manufactures a majority of their boards across the harbour in Guangzhou, Mainland China. A source close to one of the other raided companies, who spoke on the condition that he was not to be identified, confirmed that authorities had "visited" his location, but denied that any merchandise had been confiscated. Further, he questioned the integrity of the investigation and implied that there may have been a few leaks of information. "I've heard that three Hong Kong companies that were supposed to have been visited on those days were closed," the source said. "Maybe it's just a coincidence, but you never know these things." Additionally, several of the companies caught in the recent raids have previously been under the scrutiny of international law enforcement authorities. For example, this past winter after parallels became legal in the USA, a shipment of 15 copied Street Fighter II boards from Bondeal were intercepted by US Customs agents in Anchorage, Alaska bound for the island of Puerto Rico.

HONG KONG

Japanese version of AAMA. The list names nine companies in Taiwan, eight in Hong Kong, one in Korea and two in Uruguay, although it is widely recognised to be the tip of the iceberg.

In fact, the Hong Kong companies named are probably suppliers rather than copiers, not that this mitigates the "offence," of course. Most of the copies come into Hong Kong from Taiwan and Korea, with China as one of the main customers. Those who peddle copies are the first to accept that this kind of custom damages the heart of the business but will equally argue that for many of the customers, especially in Third World countries, originals are way overpriced. It is the cost of the original which enables copies to exist.

Unacceptable though the argument may be, it is understandable and while the entrepreneurial spirit exists in Hong Kong then it will vie with Korea and with Taiwan and with anyone else for that matter, to keep ahead in the race.

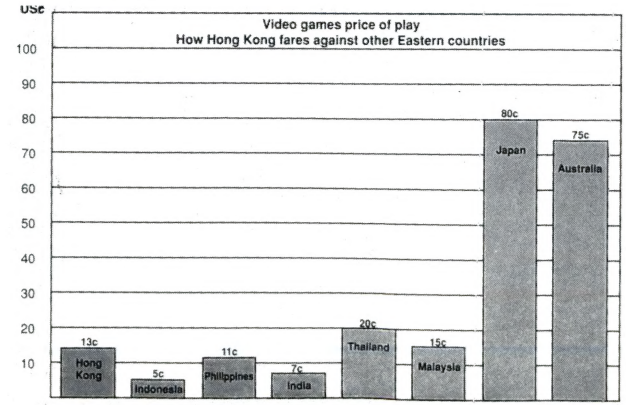
For the indigenous Hong Kong coin machine industry, however, the future looks restricted but clear. If the Hong Kong Government does not actually kill off the industry then it will go on forever, because the Chinese Government has pledged to Hong Kong businesses that they will be unmolested for the next 50 years.

Whether that happens remains to be seen. The Chinese at a local government level are perhaps one of the most corrupt societies in the world. In 1997, it will take over one of the most affluent in the east, for the average wage in Hong Kong is around US$1,100 per month. It is a basically clean society although the Hong Kong Government believes that there is a problem with organised crime—the Triads owning some arcades, it is suggested—and this may be true.

There is a theoretical age limit of 16 on entry to the arcades, difficult to enforce, of course, as it always is. There are fears that any new legislation may kill off the industry by increasing the age limit to 18 and then strictly enforcing it, for it has been established the 16-18 age group represents 30 per cent of the clientele.

To understand the attitude of the Hong Kong people to games you have to visit the colony and see the way the society works. It is cut-off from mainland China by the closely-guarded borders, making it more effectively an island than any natural barriers. The people therefore have little access to the "outside world" or its pleasures; few have gardens beyond a window box; space for amusement is severely limited. They therefore play hard when they play at all, and video games, unless they are Street Fighters, survive on site a matter of a few weeks before their appeal palls.

Entertainment for the masses, therefore, are mostly confined to the cinemas, which thrive and restaurants of which there is reckoned to be 100,000 in the colony. People want to go out from their cramped apartments; they spend as little time in their homes as they can. They have the money—especially as personal taxation is at 15 per cent and there is no VAT—and they certainly have the will. If the business cannot survive and thrive in those circumstances then it will only be because the authorities refuse to permit it to.



N/G ARCADE MODEL

INTO THE 21st CENTURY

- Solid 18mm customwood construction with Formica laminate in your choice of colours.
- Front steel anti-lever door (in your choice of colours) with padlock bracket or full front opening door with three way locking system.
- Steel cash box housing with lockable stainless steel lid and coin meter.
- Baked enamel control panel in a choice of two, three or four player (interchangeable).Three player panel shown here.
- Standard mini loom wiring system.
- Quality NRI electronic coin acceptor (accepts all coin denominations) and universal multi credit pcb.
- Quality Kortek 26" monitor with front door controls.
- Quality MCA Joysticks and buttons.
- Quality 15amp power supply.
- Optional PCB security unit available
- Contact your local agent or

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EARTH™

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OPERATION THUNDER STORM

- Vertical scrolling shooting game
- Join-in feature
- Two player simultaneous

HONG KONG

A game can come out of Japan into a Hong Kong arcade within a few days of its launch.

Most of the games in Hong Kong arcades are PCB-orientated for this reason. A dedicated game is infinitely harder to export because it has to be despatched complete, it costs more and takes up more room. Most of the arcade owners have only one or two establishments, so they do not sell their games direct because they cannot do the numbers. They tend to sell to a major chain in Hong Kong—some of them may have as many as 20 arcades—who sells in bulk to Europe.

The market is almost totally PCB-orientated video games. Pool takes up too much room, juke boxes are unpopular, pinball is limited, slot machines illegal. There are a few novelties and a reasonable number of redemption machines. The latter are sited in covered amusement parks/fairgrounds/ arcades. There is a major chain of indoor centres under the Wimseyland brand name which contain a variety of novelty games, mainly redemption, which are licensed as a fairground and therefore not subject to the same restrictions as arcades.

There are no "single site" or "street" locations as we know them in the west. The biggest operator is Wai Lee with about 20 arcades and there are several with a dozen locations. The number of individual arcade owners is actually counted in the hundreds. For all that, the colony boasts what is regarded as the world's largest video-only amusement arcade in Flashback, the Bondeal-owned arcade on the corner of a main street next to McDonald's in Mong Kok, the most densely populated area in the world and therefore, arguably, the best location in the world.

There has been a Hong Kong Video Game Operators' Association but it never really got off the ground because, as one major operator put it: "Hong Kong is so entrepreneurial and free-spirited that trying to get people to band together and toe one line is virtually impossible." In this particular case the line to be toed was an agreement that they would all double the price of play on games from HK$1 to HK$2 in a bid to bring video games in the colony out of the dark ages.

Right now, most of the regulations concerning the industry are "in abeyance." They have virtually stalled. In short, there has been a court decision handed down which says that rules and regulations instituted in recent years have been illegally set into motion, they were enacted without going through the proper processes.

Currently, a licence for an arcade will not be issued for any building which has any role other than commercial use. In short, if anyone lives there no licence will be issued. This effectively stops everyone, for in 99 per cent of Hong Kong buildings, someone is in residence.

Nothing but offices and shops are acceptable which may not affect arcades which have been in existence prior to this regulation, but it stifles further expansion of the market—this and the level of rents.

However, the regulations stifling the expansion of the industry are themselves stifled by legal hiccups and new legislation—this time properly enacted—is on the way. No-one knows what to expect except it is unlikely to be a good law for the industry. The Hong Kong Government has set its face intractably against the coin machine industry in virtually everything it has done in the past, so it is unlikely to experience a miraculous shift in attitudes now.

For the moment, any video game with a perceived chance element, even the popular Chinese pastime of Mah-Jong, is frowned upon, as is anything sexually explicit such as Strip Mah-Jong (yes, there really was one!). The Television and Entertainment Licensing Authority is responsible for issuing arcade licences and there is a tax of HK$360 (US$50) per machine per year. There are no other special taxes or duties.

There are hundreds of private members' clubs in Hong Kong and the law permits one video game for every 300 members but in fact few take up the option. At one time the colony had a rash of snooker tables, unlikely as it might sound with Hong Kong's space restrictions, but that number has come down to around 1,000 now, most of them in snooker halls.

What is needed by the coin machine industry in Hong Kong is an increase in play price to HK$2. It has been tried, but within two weeks the naturally competitive nature of the arcade owners had a universal agreement in tatters and everyone was forced back on $1 play.

And then there is the copy board problem. Hong Kong would appear to be a hotbed of copiers—or at least suppliers of copies. In January of this year the Amusement Machine Association was issued with a list of 20 copy board suppliers, a list which subsequently found its way into the headquarters of JAMMA, the

ON THE FRONT LINES

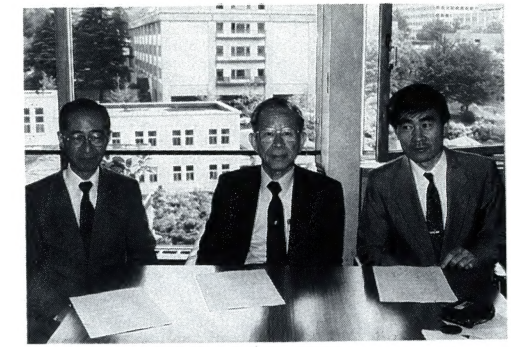
Hong Kong and Korea Crackdown On Illegal Copy Board Producers

Mr. Poon said that a total of eight people were arrested during the operation. One, a Malaysian national identified only as a Mr. Ooi, has already been fined HK$10,000 (Y162,500/$1,250) and released. "Since he was holding a Malaysian passport, I imagine that he has gone back home," Mr. Poon said. The remainder, whose names could not be divulged as of press time, have been released on separate bails ranging from HK$4,000 to HK$50, 000 (Y65,000-Y812,000/$500-$6,250). Sources within the Hong Kong Customs Bureau have indicated that further investigations may be warranted in the near future. But in order for future investigations to be successful, Mr. Poon added, Hong Kong Customs officials need "the cooperation and assistance from Japanese companies. We need the data of the original games in order to be able to prosecute."

In a non-related incident in Seoul, South Korea on May 27th, two locations operating and distributing copy board games were searched by South Korean law enforcement authorities in cooperation with Taito and JAMMA.

In January of 1992, it was rumoured that copies of Taito's *Euro Football Champ* were on the market in Seoul. In order to confirm these stories, JAMMA initiated a series of meetings with South Korean officials. Taito also collected data on the Korean copy market throughout the first quarter of the year and by the end of April, had enough evidence to support a raid on the suspect locations. During the operations, two locations in central Seoul, Kotron and Comad, were searched and a large number of boards were taken from the premises of the two stores. A total of 53 completed Euro Football Champ PC boards were taken, along with 100 unfinished boards programmed with the same game. An additional 26 boards were seized with as of yet undetermined game programs. One set of documents relating to the export of the boards were also confiscated by authorities. Hong Sa Goen, an executive of Kotron and Ko Byong Gun, president of Comad, both of Seoul, were arrested in the sweeps.

The copy traffic isn't limited to Asia, though.



At a press conference on May 27th, JAMMA announced the Korean raids.

There are as of yet unconfirmed reports that some copies of Video Systems' Sonic Wings/ Aero Fighters game have been produced in mainland Europe. These developments are under presently under investigation.

But will the new tough action against the illicit makers help stem the flood of copies that deluge the market every year? The long-term effects of this action on copy manufacturers is still an open question. Although the crackdowns in mid and late May significantly reduced copy traffic for a couple weeks, there are some indications that it is already on the rise again, at the expense of original boards. As the investigations continue, JAM will bring you the latest monthly updates.

INSIDE VIEW

SPEAK WITH ONE VOICE

Censorship Bill (Video Industry)

The wheel is turning. Recently Mr. Lee spoke on National radio praising the fact that the bill on Censorship and Pornography had just about been completed by the justice dept. and would be presented to the house for the first reading. Following Mr. Lee we read in the newspapers that Jenny Shipley was procrastinating over the violence on TV and other areas.

These to me are signals that the Government will try to make political gain in that they are going to clean up pornography and violence in its many forms.

Does this effect our industry? That is the question. If so by what, where, and how will it effect us.

Two things are essential, we must be a **United Industry** if we have to front up to a Select Committee.

The second consideration is that we must be united on all **fronts and facts** not emotion. Are some operators still operating porno video games? If so we have lost.

The Government will control the industry through legislation. Is that what everyone wants or should we look to control it ourselves. If you have views on this, drop us a line. We need to know what you are thinking.

Our next step is to get a copy of the bill and to study it to decide on what action we need to take.

Just keeping you all up to date.

Yours faithfully,
Darrell Skiffington.
(New Boy to the Industry)

If there are any Auckland/Northland operators wanting to write an article for 'The Inside View' please do not hesitate to contact Kevin Grundy of Auckland Coin Sales by phone or fax.

Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph(073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

TIME OUT

HONG KONG

Among the hustle and bustle of this vibrant colony, the arcade industry is thriving, fighting against the legal obstacles introduced by the government to hinder its progress. David Snook reports.

ARCADES among the teeming masses of Hong Kong strive to survive a series of fundamental stresses which are government inspired and designed to inhibit their growth.

Rather than legislate—formulating a structured set of rules under which the industry can prosper, provide a service and revenue to the treasury—the government has instituted piecemeal stumbling blocks to hold up the progress of coin machines.

It is all very unsatisfactory, but despite the pitfalls, the industry in Hong Kong is like all others in this bustling colony, vibrant, workmanlike, entrepreneurial and full of life.

The place itself is classic proof that clashing cultures may co-exist. You have the mix of east and west, of rich and poor and of the old and the new. The Asian stew which emerges from the ingredients is an exhilarating concoction which one fervently hopes the Chinese will not destroy when they formally take Hong Kong back in 1997.

Arcades are virtually all that Hong Kong has in the way of an established coin machine industry. It once had gaming machines and effectively single-site operating, but all of that went with a succession of instances of abuse by the trade and over-reaction by the government—a classic case of six of one and half-a-dozen of the other with everyone the loser.

The 5.5 million people of Hong Kong, concentrated mainly on Hong Kong Island and on the New Territories in the Kowloon area—although there are dozens of inhabited islands in the colony—have 450 amusement arcades to entertain them. Two years ago there were 600.

The reasons for the downturn are simple. Rents soared in this cramped community of high-rise living. You cannot run an arcade on the ground floor of a building now unless you own the building.

Those two factors have been the principal contributors to the situation. With rents running at $80 per square foot per month—often higher in some places—Hong Kong is a very expensive place to run a business. The Golden Mile in Kowloon is now more expensive to rent property than Tokyo's Ginza. Yet the average video game only plays for HK$1. The price of a PCB versus the average rent of a reasonable-sized establishment in which to site them, simply don't match up in many instances.

How do they make money? The majority of arcades are small, with around 30 pieces in them, but they make money by the supermarket principle of low prices and enormous turnover. The Chinese love to play the games, so the arcades are crowded and the games turn down in appeal very quickly.

COIN CABINETS/PARTS

DRIVER PARTS

Steering Wheels	
Gearsticks	$110.00
Atari steering combs	$35.00
Outrun steering springs	$20.00
Taito gear stick (for SCI/Chase HQ) - metal	$45.00
Taito gear stick buttons	$25.00
Taito steering motors/gearbox	$400.00
Sega 5k pots (suitable drivers/guns)	$48.00

TOYS

Standard Size	$2.55
200 plus	$2.45
600 plus	$2.40
Jumbo Size	$9.00

AIR HOCKEY TABLES

Pucks	$12.00
Bats	$25.00
Plastic Shields	$140.00

PINBALL PARTS

FLIPPER

Flipper base assemble (B13104)	$18.00
End of Stroke switch (03-7811)	$13.00
Coil stop assemble (A12-111)	$8.00
Coil bracket (01-7695)	$8.00
Coil plunger spring (10-376)	$3.00
Coil plunger (02-4219)	$10.00
Spring Pin (20-9370)	$1.00
Coil (FL-11630)	$35.00
Coil Sleeve	$2.00
Coil Bushing (03-7568)	$6.00
Pawl Assembly	$40.00
Flipper crank assemble (B 10657)	$8.00
Flipper link (03-8050-1)	$3.00
Flipper link assembly (A 10656)	$15.00
Flipper & Shaft complete	$25.00

JET BUMPER ASSEMBLY

Bumper ring assy. (A-4754)	$12.00
Bumper Base (03-6009-A5)	
Bumper Wafer (03-6035-4)	$5.00
Bumper Body (03-7443-5)	$8.00
Bumper Cap (03-8254-9)	$10.00
Coil (AE-26-1200)	$20.00

DISPLAYS

7 Digit alpha/numeric	$170.00
16 Digit alpha/numeric	$240.00
6 Digit gas discharge	$90.00
7 Digit gas discharge	$95.00

BALL SHOOTER

Shooter Spring	$5.00
Rod Spring	$4.00
Shooter Housing	$50.00
Rubber Shooter tip	$1.00
Rod Assembly	$30.00
Ball Shooter Sleeve	$4.00

RUBBERS

Flipper - new long life	$4.00
Flipper - standard	$2.00
Plunger tips	$1.00

Rubbers:-

Size	Unit	10+	Size	Unit	10+
3/4	1.30	$11	3"	$2	$18
3/8	1.30	$11	3 1/2"	$3	$28
1"	1.90	$16	4"	$4	$38
1 1/4"	1.90	$16	4 1/2"	$5.50	$50
1 1/2"	1.90	$16	5"	$4	$38
2"	$2	$18	5 1/2"	$4	$38
2 1/2"	$2	$18	6"	$4	$38

BULBS

	Unit	10+
Wedge bulbs 14 volt	1.95	$17.00
Wedge bulbs 6.3 volt	1.50	$13.00
Standard	.90	$7.00

GENERAL PARTS

Pinball feet	$12.00
Pinball front door lock/bracket	$25.00
Pinball cash box	$50.00
Drop Target return springs	$1.50
Mini target microswitches	$12.00
Ball Trough microswitch (5647-12693-08)	$12.00
Posts	$4.00
Pinball Kicker Armiture Links (03-8085)	$2.00
Terminator gun launcher spring (10-304)	$2.00

Letter to Robert Briggs

Parliament House
WELLINGTON 1.

Telephone (04) 471 9999

13 July, 1992

Mr Robert A Briggs
Merlin Amusements
65 Amohau Street
Rotorua

Dear Mr. Briggs

Thank you for your letter in which you ask me to investigate the implications of proposed censorship of Amusement Video Games.

This censorship you refer to will be covered by the 'Films, Videos and Publications Classification Bill' which is due for introduction to Parliament in the near future.

It is proposed the legislation will include Amusement Video Games. The games would be subject to the same criteria of acceptability as films, videos and other material specified in the legislation. One possible implication is an age barrier being placed on certain video games if they do not conform to the requirements of the legislation. However, exactly the same restrictions will apply to all other material included in the bill. There appears to be no intention to single out Amusement Video Games for special consideration in the bill.

The legislation itself is currently awaiting introduction and it is the Government's intention to introduce the Bill this year.

Should you require any further information then please do not hesitate to contact me or my Rotorua Electorate Secretary, Rhonda Hawley (Ph 347-1111).

With Kind Regards

Yours Sincerely,
Paul East, MP
Rotorua

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ARCADE VISITS

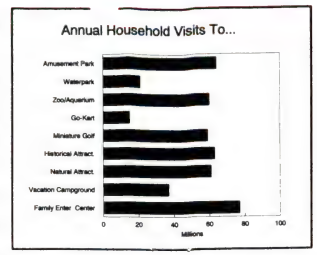
NEARLY 80 MILLION ARCADE VISITS - Family entertainment centres pull that much action yearly, IAAPA conducts national survey of amusement consumers - *Replay Magazine*

(Editor's note: coin-op is often described as a "statistically barren industry." We don't have hard numbers on who our customer are, how often they visit our locations, how much they spend, etc. But now some numbers are finally available. The following news release from the IAAPA "Parks" association describes the contents of their new consumer survey. This document should be invaluable for current or prospective coin-op operators, distributors and manufacturers.

The survey allows you to analyse various regions for possible arcade or street route operations, to get more detailed data on your regional customer base, and to check out the competition in other amusement niches in various ways. At the end of the IAAPA release, you can learn how to obtain a copy of the entire survey. Meantime, even this brief description provides some interesting insights into our market.)

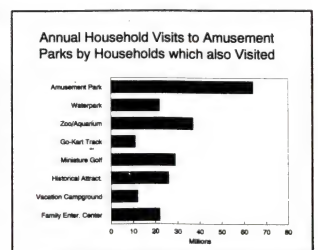
During February and March of 1992, the International Assn. of Amusement Parks and Attractions (IAAPA) commissioned a survey of consumers of amusement products to be conducted nationally by NFO Research, Inc. of Toledo, Ohio. The survey was sent to a Census-balanced sample of 1,500 households in each of the nine major census regions. At the end of the survey, 78% of the households had responded. These responses were then projected out to total attendance estimates, providing a national picture of amusement consumers.

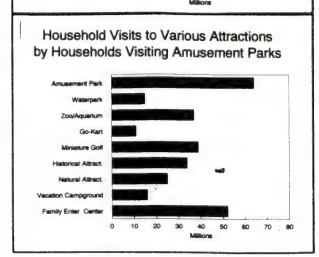
The survey examines nine segments of the U.S. amusement market: amusement parks; water parks; zoos and aquariums; go-kart tracks; miniature golf courses; historical attractions; vacation camp grounds; and family entertainment centres. The survey provides the following information for each of these nine attractions based on 1991: total annual visits; visits by month; visits by week; average number of hours spent; average number of miles travelled; 1992 visit expectations; household size; household income; occupation of head of household; education level of head of household; household credit card ownership; and age of head of household.



The survey uses "household visits" (one or more individuals from a household, attending a given type of attraction at least one time) to provide a detailed portrait of who and how many people or households visit each of the nine surveyed attraction types. In general, the survey shows the following overall picture of household visits during 1991 to the nine attraction types:

The survey also allows the cross-comparison of attractions. For example, how many times did households which visited amusement parks also visit the other eight attractions? The following provides the answer on a U.S. national scale:





COIN CABINETS/PARTS

CONTROLS

Controls (Rotary type)		$110.00
Controls (MCA) type	1 off	$30.00
	10 off	$28.00
	50 off	$25.00

BUTTONS

Button (MCA) type	1 off	$6.00
	10 off	$5.50
	50 off	$5.00
Dummy buttons (plugs)	1 off	$4.00
	10 off	$3.00
MCA button micro switches		$3.00

POWER SUPPLIES

-15 amp switch mode/subboard	1 off	$110.00
	10 off	$100.00
-15 amp switch mode	1 off	$80.00
	10 off	$70.00
- subbboard with leds		$30.00

COIN MECHS - ELECTRONIC

NRI G13-1404	$395
NRI G13-1002	$300
NRI G13-0004	$300
NRI Front plate only	$30
Universal Credit PCB	$110
Credit Display Units	$75

COIN MECHS - MECHANICAL

Coin Mechs (Video Game)	1 off	$55.00
anit strimming	10 off	$50.00
-Pinball Type (S10)		$50.00
-Pinball (S10)	$1 / $2	$75.00
mech return spring		$4.00
Front stainless plate (chaston cabinets)		$20.00
Ave coin mechs (20c/50c)		$130.00
	10 off	$110.00
Coin Mech. microswitches		$12.00

KORTEK TUBES/MONITORS

Tube/Monitor/Transform 26"	1 off	$890.00
(Kortek Original)	10 off	$790.00
Tube/Monitor/transform 20"	1 off	$480.00
(Kortek Original)	10 off	$430.00
Kortek 20" Tube		$260.00
Kortek 20" Monitor		$260.00
Kortek 26" Transformer		$60.00
Kortek 26" Tube		$495.00
Kortek 26" Monitor		$455.00
TV 20" transformer		$45.00

CONTROL PANELS COMPLETE -

STANDARD OR 500m WIDE
* Available in different colours

Single Player complete	$120.00
Double Player complete (3 button)	$190.00
Double Player panel - neo geo style	$230.00
Taito Japan (3 button)	$200.00
Three Player complete (3button)	$300.00
Four Player Panel Wooden	$445.00
Four Player Panel Wooden/overlay	$500.00
Four Player Panel - metal N/G	$500.00
Panel Mylar Overlay	$80.00
Streetfighter panel	$250.00

CONTROL PANELS/ METAL WORK

Single Player/Double Player	$45.00
500m Wide	$45.00
Double Player - neo geo style	$75.00
Taito Japan	$70.00
Three Player	$90.00
Four Player wooden base/metal top	$225.00
Four Player metal- neo geo style	$275.00
Control Smooth Top bolts/nuts	$1.00
Control Panel Clamps	$ 8.50

CABINET GLASSES

Screened	
20" standard	$40.00
Unscreened	
20" standard	$25.00
26" standard	$30.00

CABINET PARTS

Coin Counter complete with PCB		$40.00
Coin Counter		$20.00
Counter PCB		$20.00
Cash Box Door		
(Metal single / Double mech.)		$85.00
(Metal 4 coin mechs.)		$95.00
Cash Boxes	(slide type)	$30.00
	(Taito type)	$30.00
Metal cash box surrounds/stainless lid		$110.00
Wheels (each)	(long life)	$15.00
Locks	(barrel type)	$11.00
	(Cuboard type)	$12.00
Speakers		$20.00

FLUORESENT FITTINGS

Complete	$45.00
Tubes (12")	$8.50
Tubes (18") long life	$10.00
Starters	$ 2.00
Choke	$15.00

GENERAL PARTS

Blank Mylars		$20.00
Printed Mylars (any name)		$30.00
Lexon Panels (each)		$ 8.00
Header Panel angle		$8.00
PCB holders (plastic)	1 off	$20.00
	10 off	$16.00
Degausing wands		$150.00
Arch Rival Control Rubbers		$25.00

MINI LOOMS

Complete mini loom - 1 player	$35.00
Complete mini loom - 2 player	$40.00
Complete mini loom - 4 player	$55.00
28 way edge connector	$ 8.00
22 way edge connector	$ 7.50
18 way edge connector	$ 7.00
Mini loom plug	$ 4.00

SECURITY BARS

Taito (NZ) Cabinets	$40.00
Pinballs	$40.00
Special bolt only	$35.00

Quantity / Indent discounts on All Parts

Personal Drive-In Theatres Catch On

The Shinohara Corporation has changed the traditional image of the movie theatre with their development of the "cinema park," a wholly self-contained personal movie theatre created partially in response to the needs of automobile companies. This private theatre enables a person to comfortably watch videos while riding in his or her car. The system is completely automated.

The whole vehicle can be enclosed in a personal 'garage'

The previous option for those who wished to combine their automobiles with their movie watching was the drive-in theatre. However, people have noted many problems with the drive-in: "You have to leave the car battery on to run the radio"; "Car speaker fidelity leaves much to be desired"; and, "It has to be dark out to show movies." Given the lack of free time and amusement facilities, a characteristic of leisure in Japan is the combination of different activities into one space. Shinohara looked at the problems of traffic jams and insufficient parking spaces that make use of existing facilities problematic, and came up with the "cinema park" as their solution.

The facilities at their cinema park consist of an office and several "theatres." Essentially, these theaters are small garages. Each is large enough for one car (4.5 meters wide x 8 meters deep). The wall facing the car has a 100" projection screen. Each theatre is also equipped with air-conditioning for cooling or heating as well as an air purification system so the customer may leave their windows open in all seasons and without any worries about lingering car exhaust or tobacco smoke. To complete the safety systems, a C02 sensor has also been installed.

The park is entered via a ticket-activated gate, much like those found at many parking lots. The customer, of course, need not leave their car. At the same time, they are registered at the front office, lights are turned on in the theaters, and the garage doors are opened. After having entered, the customer then goes to the office to select his or her rental program. In addition to videos, they may also select satellite broadcasts, cable broadcasts, game software, and karaoke software. The theaters are all well-soundproofed, so the customer can enjoy their program without distraction in a comfortable environment.

Anticipated rental cost for two hours of time in one room will be around Y3,500 to Y4,000 ($27 to $31). The cost of constructing one room is approximately Y15 million ($115,385). Shinohara has received many inquiries from operators of suburban karaoke establishments, video rental shops, and pachinko arcades. They plan to develop a franchising system for this project hereafter. The first facility will be constructed this year in the city of Kazo in Saitama Prefecture, part of the greater Tokyo metropolitan area.

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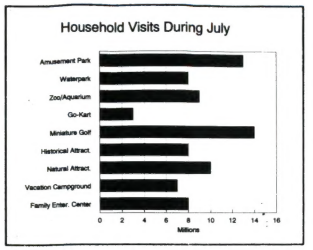
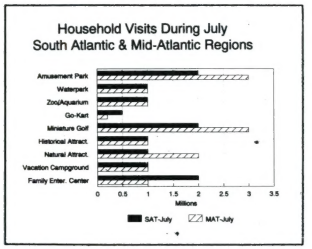
ARCADE VISITS

NEARLY 80 MILLION ARCADE VISITS - Family entertainment centres pull that musch action yearly, IAAPA conducts national survey of amusement consumers

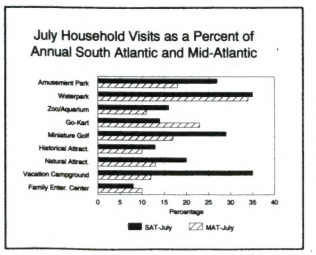


Because the survey evaluates attendance on a chronological basis as well, the survey can show profiles of visitation during a given month, as this chart specifies.

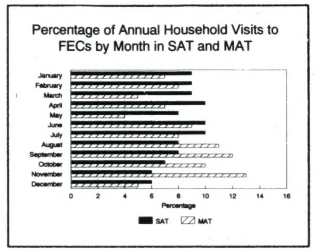
In addition to chronological and attraction comparisons, the survey enables the user to compare attendance between any of the nine U.S. Census regions. An example follows.



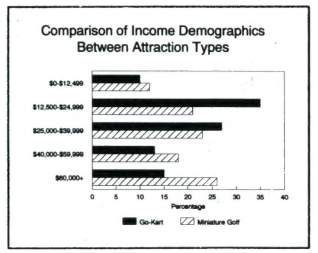
The following chart rearranges the data from the chart above, in terms of the percentage of annual visits to each of the attractions represented by July visits. This information can be directly derived from the survey.



The same data can be further distilled to examine individual types of attractions and the difference between various Census regions in the percentage of annual attendance represented by one month's attendance, as demonstrated by the following chart.



Further detail available from the survey includes comparison of consumer demographics on a general or quite specific basis. For example, the following chart demonstrates the differences in income demographics between two of the nine attractions.



The 1992 IAAPA Amusement Consumer Survey is published by the International Assn. of Amusement Parks and Attractions, 1448 Duke St., Alexandria, VA 22314, USA. The phone is 703/836-4800. Fax is 703-836-4801. Survey is available at $50 for IAAPA members and $100 for non-members.

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INTERNATIONAL NEWS - Euroslot

BRAZIL

Tokens dominate equipment

THE raging inflation in the Brazilian economy, running at around 20 per cent per month, is making life difficult for coin machine operators. The common practice now is to ignore coins altogether and put equipment on token play, customers buying the tokens over the bar.

The country is dominated by video games with pinball and pool tables following closely. Football tables are also popular, although juke boxes have never previously made an impact and slot machines are officially banned. However, there are a large number of video poker machines in operation, with payouts made illegally from behind the bar. Sporadic press campaigns cause spates of police action, seizing machines and fining bar owners, but generally the police tend to ignore the problem.

SPAIN

Burger King to have juke boxes

IN a major deal with the Burger King hamburger chain, Spanish operator F. Hernan Martin of Bally Sente and Maibesa, Madrid, the official Rowe distributor, has set up an agreement to supply juke boxes to the growing route of stores.

The new contract means that the 56 current locations, mostly in the Madrid and Barcelona areas, may take juke boxes, mostly the new LaserStar America and Nostalgia models. Burger King in the US already accepts juke boxes but this is the first time it has been established in Europe.

US

NSM push to meet grand demand

THE launch of NSM's Performer Grand juke box last year fell far short of its expected sales to put it mildly, so on the re-design the company was determined to get it right.

Despite increasing factory production two-fold in Germany and introducing a second facility in the US, orders at NSM America immediately began to pile up and not just for the new-look machine as all makes were in demand.

To compound the product shortage problem, NSM of Germany introduced the Performer Grand in Europe shortly after its American launch. Efforts were made to reduce the backorder by tripling production in Germany and doubling up in the US, although this did not make any serious impression on surpressing demand for the machines. All forms of promotion including advertising was stopped and distributors were told to hold back from selling too much.

Today, sales stand at record levels and all backlogged orders have been cleared. Said Rus Strahan, President of NSM America: "It's like the war is finally over . . . and while there's been a little suffering, no doubt, we did win!"

Williams increases production

PINBALL production from the Williams/Bally facility in Chicago has been stepped up to cope with a big demand. A second shift has been put on at the factory, said Vice-President of Sales Joe Dillon. "Sales in Europe have expanded and those in the UK have positively exploded and we have also increased our market share in South America and in the Pacific rim. We also have good products which has helped that situation."

He said that Bally's Addams Family pinball was rapidly approaching a situation where it could become Bally's record-holder in terms of production numbers. Eight-Ball in the 1980s sold 20,000 and currently holds the record. Williams' Getaway is also selling well. New pinball products will come from both companies at the AMOA in Nashville in October.

UKRAINE

Bingo club to open

CIRSA of Spain, through its SCB Bv subsidiary, is shortly hoping to establish its first interest in the Ukraine with the opening of a bingo hall. It will be the company's fifth major bingo installation, following the establishment of similar enterprises in Bulgaria (two centres), Rumania and Czechoslovakia, the latter opening in Prague in June. In the halls in Rumania and Bulgaria, gambling machines are also permitted.

ITALY

New coin options

THE Italian amusement industry could soon be given a shot in the arm in the way of a 1,000 lire coin. It is now believed that a 1,000 lire coin will be introduced within the next year, allowing operators to set the price of game play more realistically.

While many operators would welcome the coin, however, there is little demand for a 1,000 lire coin in the south of the country where many games (around 90 per cent) are still playing at only L200.

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- This machine can be easily installed in both shopping centers and streetside locations like its companion game, the Wacky Gator.

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1. After inserting coins, the crabs begin appearing on the left and right in time to the background music. At first, they appear slowly, but their speed gradually increases, and sometimes they even try to fake you out! Also comes with Automatic Difficulty Level selection.
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